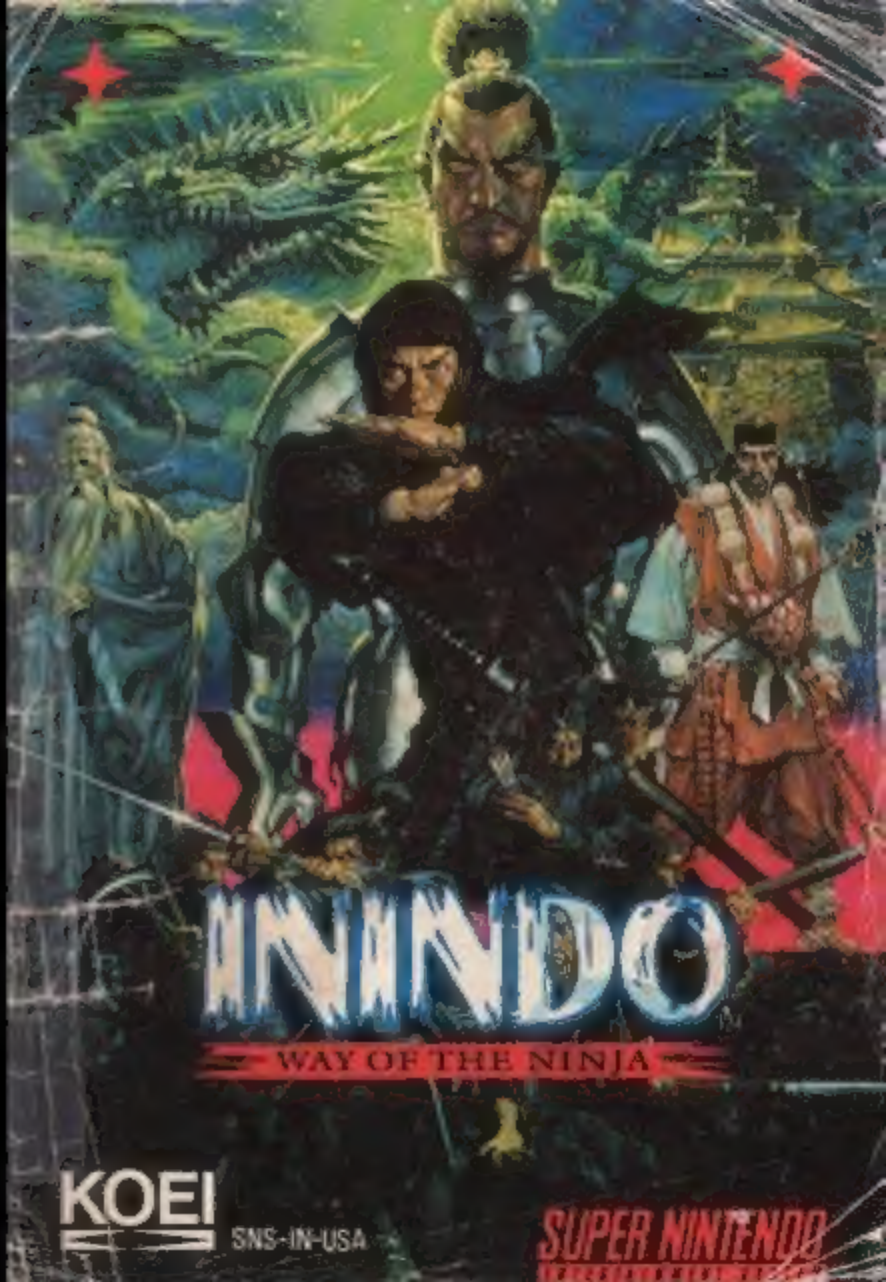
NINDO
WAY OF THE NINJA
KOEI
SNS-IN-USA
SUPER NINTENDO

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WELCOME

Koei is pleased to present you with this challenging role-playing game for your Super Nintendo Entertainment System.

You'll be transported to the violent warring states period in Japan. The mighty Lord Oda Nobunaga is taking over much of the land. In his quest to be Shogun of Japan, he ruthlessly destroys any opposition.

You enter as a young Iga ninja who has witnessed vicious attacks against your people by the tyrant. Your goal is learn the special arts of ninja to seek revenge. Dungeons, monsters, enemy ninja and opposing armies will block your way.

Recruit strong followers and enlist the support of other daimyos. The fate of Japan is in your hands. Nobunaga must be destroyed!

Yoichi Erikawa

President, Koei Corporation
& The Koei Staff

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INTRODUCTION

Story of Inindo: Way of the Ninja

Inindo: Way of the Ninja is a role-playing game with you as the main character. You are an Iga ninja traveling around Japan in an intense struggle to train and gain the strength needed to defeat your ultimate enemy, Nobunaga. To prepare for your final feat, you will search throughout the land for training sites, caves and dungeons. You'll fight with monsters and other foes. Experience points and gold will be your reward after each victory. Attain a certain number of experience points and you'll advance to the next Skill Level. Each Skill Level increase will raise both your attack and defense strengths.

Game Flow

Destruction of the Iga People

In 1581, Oda Nobunaga's army waged a brutal battle against the Iga ninja. Through the fighting, the Iga people were practically wiped out. You are one of the few Iga survivors.

Flee to the Secret Village!

Through the order of the high-ranking Iga ninja Momochi Tanba, you flee Iga to avoid the violence. Hidden away in the mountains is the Iga secret village to which you flee. It is here that you will become learned in Ninjutsu techniques... but then Nobunaga's ninja discover the village! The ninja approach you and there's no chance for escape. You attempt to fight, but your skills are not yet up to par against these assassins. Just as it seems your life will be taken, Nobunaga's messengers bring news of Akechi Mitsuhide's attempted assassination on Lord Nobunaga. Upon hearing this, they leave you for dead as they run to the place of the rebellion, Honnoji Temple.

Fortunately, the Elder is nearby to use his powers to revive you. It is from here on that you will begin your intense training.

Secret Cave

According to the Elder's last words, the first thing to do is find an Iga cave hidden in the north. You are to go into the cave and find the scroll with the *Password*. This possession allows you to enter the Mt. Fuji training ground. As you descend into the cave, you'll be confronted by giant rats and centipedes. You must slay these creatures if you're to survive. The message "This way to Password" will be displayed at the entrance to the treasure's chamber. Go to the chest, open it up and you'll gain access to the *Password*.

What became of Nobunaga?

By some miracle, Nobunaga escaped from the attack at Honnoji Temple. He has taken refuge in Azuchi Castle of Omi and has not been seen leaving since his arrival. Furthermore, access to the castle's environs is heavily restricted and commoners are not allowed to pass through.
There are rumors of Nobunaga being endowed with mysterious powers. What could be the cause of this newly found strength?

Traveling to Villages

After you have left the cave from which you got the *Password*, you should descend the mountain and enter the town of Ise. Go to the doctor to heal wounds, rest your fatigued body at the Inn and then go around asking people for the whereabouts of the town of Mikawa. Follow the directions.
Your intended destination is the dungeon of Mt. Fuji. After reaching Mikawa, request directions for Totomi. From Totomi, you should travel northeast until you see a lake. The Fuji training dungeon can be found nearby.

Training

As you arrive at a dungeon, you should go to the Dungeon Elder who will inform you of the dungeon's objective. If you've previously passed the dungeon's training standards, the Elder will tell you of your next destination.

On the map upon which you move, all Japanese land is shown except for the islands of Hokkaido and Okinawa. On the map, you'll see castle towns, villages, caves and training grounds. When you enter any of these places, the map will change according to the particular place which you have entered.

Success at each dungeon is measured by whether you successfully seize the special item. Capture of the *Fire Gem* at the Fuji training site will be your first mission. If you've successfully seized the special items at all dungeons, the Elder will then school you on how to prepare for your vengeance against Nobunaga.

Acquire Magic Techniques at Dungeons

After leaving the Iga secret village, your goal is to become a full ninja. Successful training at dungeons will allow you to acquire special magic techniques. It is your goal to accumulate these ninja skills from all dungeons so that you may do things such as increase your energy level or heal wounded companions.

Retrieval of the special treasure at each dungeon will provide you with new magic. Your companions will acquire a magic technique after seizing it from a defeated monster or after reaching a certain Skill Level.

Dealing with Events

Outside of training at dungeons, a number of events may erupt during play such as a Tengu uprising. At this time, conditions similar to those at a dungeon will be in force. Monsters will appear and it will be up to you to defeat them. These events have no effect on the continued flow of your game.

Recruiting Companions

Tip: In the beginning, enlist any person who is willing to join you. When someone better appears, replace your weakest person.

Throughout the land, many people may be recruited so that you may train, travel and fight together. After reaching the 7th Level, it will be possible to go to towns and villages and recruit individuals at the Inn. You may recruit a maximum of two people. Each individual will differ in their type of employment, their strength and their special abilities. Your success at recruiting will be determined by your skill and trust levels.

Building Trust with Daimyos

Tip: At the latter stages, raise trust and friendship with a daimyo by presenting him with gifts.

There will be times when a daimyo will be looking to employ a warrior for operations against other daimyos' lands. Ninja will be recruited for spy activities and for participation in battles. When you have reached the 15th level, you'll have the opportunity to be one of the ninja recruited to take the job of retrieving information on enemy lands (**Spy-Snoop**). If you're successful at a daimyo requested job, you'll be rewarded in gold and will earn trust from the daimyo. Each success raises the trust level until it reaches its maximum of 100.

Participate in Battle

One type of work which a daimyo will recruit you for is your participation in battle. As your units attack an enemy land, the screen will change to the Battle Map. You may delegate commands to the soldiers in your unit and to the unit of your companion if you have one. Not only can you perform ordinary types of warfare, but you may use your magic powers as well.

Break into Nobunaga's Azuchi Castle

Nobunaga will be fortifying himself behind the walls of Azuchi Castle in Omi. Checking stations into the region will carefully screen anyone who approaches the gate and all commoners will be forbidden to pass through. You'll have to gain the support of daimyos opposed to

Nobunaga and attack his occupied lands.
The strength of Nobunaga's army is mighty, but with the consistent help of strong daimyos, it'll be possible to weaken his strength. Conquer the lands of Yamashiro, Echizen, Mino or Ise and you'll gain entry to the castle.

After Breaking into Azuchi Castle...

As soon as you enter Omi, you'll be in the environs of Azuchi Castle. Your ultimate challenge with Nobunaga is near. Be prepared for anything!

Use of Controller

1. START Button

2. Button A
- Bring up Main Command window, date and character data
- To answer Yes to Yes/No questions
- Finalize a command

3. Button B
- To cancel selections
- Exit a shop

4. Left Button
- Adjust movement speed with two settings

5. Right Button
- Super quick movement on map

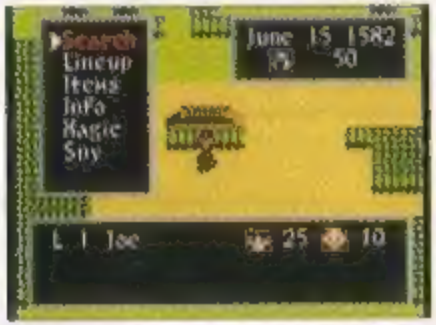
6. Control Pad
- Control movement
- Select items and commands

Movement of Hero

Control direction of movement using the Control Pad. Press the Right Button at the same time to move quickly. Pressing the Left Button at the same time, you can select two levels of speed.

Viewing Your Party Data and Executing Commands

While on the game map, pushing Button A will display the Main Command window, the date and the health/energy levels of you and your companions. Using the Control Pad, you can select your desired command and then press Button A to finalize. Before selecting any available sub-commands, you may press Button B to cancel the order.



While the command window is displayed, you're not able to move. The window will be erased and you'll be able to move again after you either press Button B or after you have executed a command.

Selection from Lists

Whether you're selecting items or people, use the Control Pad to select and then press Button A to execute.

Continuing and Ending Conversation

When involved in conversation, press Button A at the display of a marker. The conversation will be continued if there is more to be told.

▽ Conversation will continue
△ Conversation will end

Listen to Information from Fortune Teller

Use ◆◆ of the Control Pad to scroll through lists of characters. Select the particular person which you would like to learn about and then press Button A. Then using the Control Pad again, select your desired information.

Display of Health and Energy

When the command menu is displayed, you can use the ◆ of the Control Pad to view the maximum levels for health and energy strength. Toggle back and forth to compare the maximum levels with the present levels.

Attributes of an Item

At times when you're investing in an item at either the Arms Shop (Weapons) or at the Guild (Miscellaneous Items), the item's special abilities will be shown. Using the Left or Right Buttons, you may decide whether to view this information.

Fight Command Display

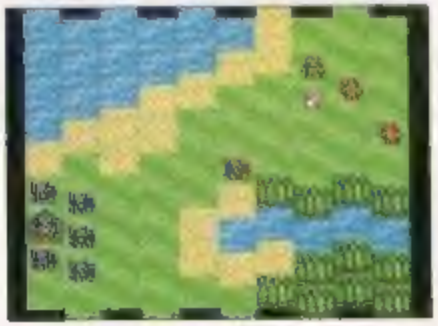
While in battle, the fighting command window will be displayed. You can change its position from the left and right sides of the screen with the Left and Right Buttons.

Movement during a Fight

When involved in battle and executing the **Move** command, illuminated circles will display your available moves. Use the Control Pad to select your movement direction and then press Button A to move to the position of the flashing circle.

Movement during a Land Battle

When involved in a battle against another land, the **Move** command will illuminate the available moves with arrows. Use the Control Pad to select your movement direction and then press Button A to execute.



KEY TO QUICK PLAY

Set-Up

1. Insert the game pak
2. Turn ON the game system
3. The introduction will begin. Push START to skip to game set-up.
4. From the menu, select whether to begin a new game or continue a saved game.

Start New Game

1. At the menu, select '**Begin a new game.**'
2. Decide on your name. Using the Control Pad, select your desired letter and then press Button A to finalize each letter. You may enter a maximum of 10 letters.

DELETE	Erase the previous letter
⬅ ➡	Move to your desired letter
DONE	Finalize name

3. Final verification- 'Is this OK?' If you answer YES, the game will begin. If NO, you'll have the opportunity to change your name.

Saving/Quitting the Game

Save

Saving must be done at an Inn. Inns may be found in towns, villages or training grounds. At the Inn, select **Save** and the numbered slot to where you will save. A record of the game will be made with your name and skill level. Only two games may be saved.

You may save a new game to a location already holding a saved game; however, *be careful as the previous saved game will be erased.*

Quit

After saving, you can decide not to continue playing your game. Exercising this option will end your game.

Tip: Always save before entering a dungeon.

Game Over- You Lose

The game will end when either you die or when you and all of your companions have been frozen by the **Freeze** spell. In addition, there is a 20 year time limit for victory which must be met or the game will end. If victory is not achieved by January of 1601, the game will end.

In those conditions when the game ends, 'Do you want to continue?' will be displayed. If YES, you will return to the menu and can decide to continue with a saved game or begin a new one. If NO, the game's credit screen will appear.

Resuming Saved Game

At the menu, select '**Continue saved game.**' You may select the saved game you want to play from two possible choices.

GAME SYSTEM

Beginning Your Mission

This is the map screen you'll see while you walk around Japan.

Button A
⬇ ⬆
Button B

1. Date, Gold
2. Data for you and your companions
3. Commands

Health (now)

Max Health

Energy

Max Energy

Map Characteristics

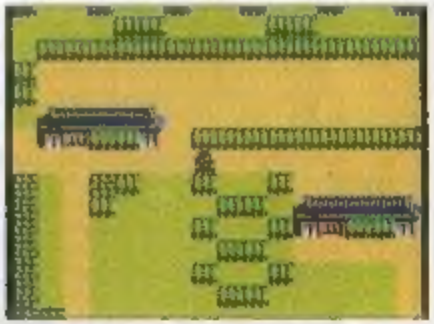
The map includes all castles of Japan with the exception of those on the islands of Hokkaido and Okinawa. On the map, you'll see terrain such as plains, forests, rivers and mountains. Structures that you can see and are able to enter include: castle towns, villages, dungeons and caves.

Inaccessible Terrain

Terrain such as mountains, rivers, lakes and the sea are places where you cannot enter.

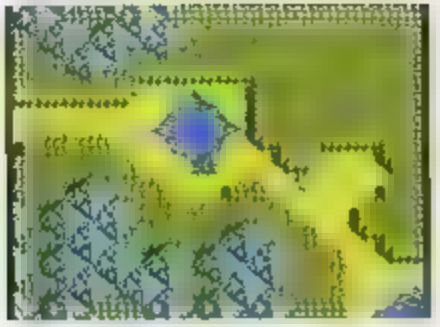
Castle Towns and Villages

Many different shops will tempt your curiosity. Bump into people wandering around the towns and villages to converse and gather information. Lodge at the Inn for an evening to regain health and energy or buy and sell weapons and other items at the Arms Shop and Guild.



Search for Training Grounds

The object of the game is to discover all training grounds in the land, train at each and then acquire a new skill each time. Training sites are usually in remote mountainous regions where the presence of people are rare. At the site, you'll be able to find Inns and Tea Houses just as if you were in a town or village. Some training sites are larger than others and their services will differ accordingly.



Entering a Training Site

The map will only display a group of huts with water but once you enter you'll discover the training village and its dungeon. Where there is a cave, there will only be a dungeon. Most dungeons are multi-leveled so stairs are used to go up and down. Stay alert to your movements since it's easy to get lost. You'll have the opportunity to discover weapons and other types of treasures.

Tip: Always save your game before entering a dungeon.

Passing through

Between mountain ranges, you'll find gateways which control your access to the other side. At the start of the game, the gates will be closed to you so that you don't have access to any of western Japan. As you get further into the game, more and more gates will open to you. The exception to this is the access to Omi wherein Nobunaga resides. You will have to collaborate with other daimyos and attack lands adjacent to Omi in order to gain access.

Boarding a Boat at Port

Several towns and villages can be reached by boat. Discover a port, board the boat and you'll sail to a specific location. To get to Shikoku and Kyushu from the main island Honshu, you must take a boat. Once the boat sets sail, you will have no control over its course.

Flow of Time

When moving on the map, the passage of time is directly related to the distance of your movement. The screen will change from light to dark colors indicating the day and evening. The time from the beginning of daylight until the end of darkness is considered one day. If you stop your movement, there will be no passage of time.

When in a town or village, activities such as **Lodge** or **Talk** at the Inn; **Wait** at the Castle or **Damage** when executing spy missions will take one day. All other activities can be done any number of times in the same day. One day will pass when you leave a town or village and return to the map.

The passage of time in a dungeon is the same as the other activities in a town or village. No time will expire while in the dungeon, but once you leave it, a day will have gone by.

Concerning Fatigue

Moving about the map for an extended period of time will tire you out and require you to rest. After a little rest, you and your companions will regain your strength and continue on your journey. Collapsing has no effect on your abilities, but it is at this time that you'll be vulnerable to attacks from bandits and other foes. Therefore, before becoming totally exhausted, it is best to stop at a town or village and rest.

Strategy Planning on the First of Each Month

On the first of every month, the screen will change to the map of Japan whereby each daimyo's area of influence will be displayed. At the same time, you're able to watch each land as it plots its strategy. If a battle results in a change of territory, you'll be able to see the victorious daimyo's expansion on the map. You can watch for lands offering work or just analyze a particular land's condition.

[illegible]

This is list of commands which you may use while moving about Japan. You may select any of these commands from a window on the screen.

Search

Use this to open up a discovered treasure chest, to read inscriptions or to open up a locked door if you happen to have the key.

Lineup

This will set the battle formation for you and your companions.

Items

Equip

Tip: Items such as [illegible] Red are important to keep even if you can't equip with them.

Arm someone with weapons and/or defense items. You'll have no protection in battle if you don't **Equip**. The type of items which an individual can be equipped with is dependent on his/her classification (i.e. ninja or wizard). When using this command, those items incompatible with a person will not be displayed.

Use

Tip: Hold as many items as you can. Many are a powerful as magic yet they work more often.

Use any items which a person holds and is able to use. The benefit of an item use can either be given to the user or one of their companions. For example, you may use medicine and then select who you want to receive the benefit.

Drop Select any items which you don't feel are useful and then discard them. You only have two chances to cancel this command so be careful. Once you execute it the item will be gone. Each person may have a maximum of 15 items, whether they be weapons, defense items or others.

Info

View this information on either yourself or your companions.

Stats The ability levels and needed experience points information will be displayed.

Items A summary of the items held will be displayed. Those items which the person has been equipped with will be shown in red.

Magic A summary of your acquired magic powers will be displayed.

Skills Special skills which are possessed will be displayed.

Magic

You and your companions can execute certain magic or special skills while moving. Energy is expended each time a person uses magic.

Spy

Tip: Limit your spy activities to Nobunaga's occupied lands.

Sneak into an enemy castle for fun or do it as a job for a daimyo to gather information about a rival. Outside of a town or in towns or villages without a castle this command is not possible.

Your skill level will be influential in whether a daimyo will hire you and your degree of success.

Each time that you execute a spy activity, your energy level will be lowered. There will be times that you will fail, but you can continue to try while you still have energy left.

Snoop Sneak into a castle and gather information such as number of generals, soldiers and amount of food.

Damage Set the castle on fire to eliminate soldiers and generals or destroy food supplies. This will start chaos in the land.

Characters

You, your companions and any possible recruits. The abilities of each person and their experience level will be shown. Depending on whether someone is a ninja or a wizard, their attacking strength or magical abilities will differ substantially

You will meet a large number of characters as you travel around the country. You may find them in towns and villages at Inns, Tea Houses or even in the Castle's inner chamber

Daimyo and Generals

When you're leading your units to battle in another land you may view the intelligence and war abilities of the daimyo and generals of the opposition. For a daimyo, additional information such as their ambition and plan of action against Nobunaga can be learned through talks at a Tea House

Citizens in Towns and Villages

You can converse with all of these people while walking around. Important information may be told so it is important to listen carefully

Using the **Info** command, you can select **Stats** and verify data for you and your companions.

Professional Classification

The main classes are ninja, sages, wizards and warriors, but altogether there are 16 different types. Each person has their own set of abilities and their own criteria for raising their level of rank

Health/ Maximum Health

Tip: Verify your health and energy levels by pressing Button A. Do this frequently when in a dungeon. Use items or magic to improve any weaknesses

This measures your ability to withstand attacks during battle; each attack will lower your health. However, by using items such as *Medicine* and *Body Healer* or if you **Lodge** at an inn, a person's health can be restored.

If fighting and you're struck by *Poison*, your health will deteriorate with each movement. If health falls to 0 while fighting, the person will be injured and can possibly die

Energy/ Maximum Energy

This measures your ability to perform **Magic** and **Spy** activities, but each use drains your energy. If you use *Energy Up*, you can regain energy and if you **Lodge** at an Inn, the maximum energy can be recovered.

Intelligence

This influences how often your magic will be successful.

Power

This influences the strength of an attack.

Speed

This influences the speed of your attack. If this ability level is high, it's possible to avoid an enemy attack.

Luck

If this ability is high, it will be possible to escape from monsters and avoid magic such as poison when fighting.

Attack

This is the strength of an attack. While in battle, a person's power and the weapons one is equipped with will determine the attack strength.

Defense

This is the strength to defend against an attack. This strength will be determined by the equipped defense items of a person.

Resistance

This is the ability to resist the effects of enemy magic. The strength of resistance is determined by a person's equipped items which resist magic.

Level

Tip: At the 7th level, you will be able to recruit companions. At the 15th level, you can begin spy activities for a daimyo.

This is a person's skill level. Higher levels correspond to greater ability levels. When experience points needed reach 0, a person can rise to the next level.

Experience Points Needed

Tip: Verify points needed while moving in a dungeon by Info Stats. Utilize the attack strength and magic of a person close to reaching the next skill level.

This informs you of how many experience points are needed in order to advance to the next skill level. Experience points are earned after success in battle. You gain different amounts of experience points according to the enemy or monster which you defeat. All experience points go towards reducing the points needed for the next level. Once the points needed equal 0, the person will ascend to the next level and a new amount of experience points will be needed to advance to the next level.

The following is a list of the markers that will be displayed after a person is affected by magic during battle

Asleep
Person is put to sleep and cannot participate in battle. Use **Awaken** or the item *Explosive* to break the spell and return to normal

Frozen
Person is frozen in position and cannot participate in battle. Use **Awaken** or the item *Explosive* to break the spell and return to normal

Dizzy
Person's head is spinning and can't differentiate between a friend and enemy when fighting. Use **Awaken** or the item *Explosive* to break the spell and return to normal

Jinxed
Person is prevented from using his/her magic. Use **Awaken** to regain magical powers

Blinded
Person's vision is impaired by either blinding light or dense fog making an attack very difficult. Use **Awaken** or **Unfog** to regain your sight.

Powerful
Person's attacking and defensive strength will be greatly increased after one has used either **Super** or **Shield**.

Poisoned
Once someone is poisoned, his/her health is drained gradually upon movement. Recovery is possible by going to the medic for **Heal** or using **Purge**

Injured
In the midst of fighting, if one's health falls to zero he/she will become injured. Recovery can be achieved by going to the medic for **Heal** or using the item *Elixir*. If a person continues to fight while being injured and his/her health falls to 0 again, the chances of death are high

Here you will find an explanation for those commands available at castle towns and villages

** To leave a shop or the castle, you should select **Leave**. You may also press Button B

Lodge

Sleep at the Inn for one evening to restore Health and Energy to their maximum levels. All companions will lodge together but the rate you must pay is 10 gold for each person. When morning comes, one day has past

[illegible]

Meet and talk with any of the Inn's guests. Not only can you learn some important information from these people, but you may attempt to recruit them as well.

Ask You have the ability to ask several questions to each person. Through **Info**, you can learn information about other lands. Through **Jobs**, you can learn of which lands are hiring. With **Oda**, it is possible to find out about a person's allegiance towards your greatest enemy Oda Nobunaga

View View a person's abilities

Enlist Invite a person to join your party. It is only after you have reached the 7th skill level that you may recruit. Your success in employing companions is dependent upon their trust in you (displayed as smiling face marker) and your skill level. As the trust level increases above 40, your recruiting success will greatly improve

Talk Talk all night with a person whom you've met. The result is that the person's trust towards you will increase. A person will be easier to recruit as their trust in you increases

Attack Fight with one of the guests at the Inn. Use of this command will change the display to the Battle Screen. Victory in the battle will earn you increased trust and respect from the defeated individual. It's possible for you or one of your companions to get injured or even killed, so pick your fights wisely. Gold and experience points cannot be gained in these fights

Part Part from a person to whom you were talking

Tip: You should [illegible] into your party. Kusou and Tate-oka are good choices in the beginning

Save

You can record the content of your game. Saving your game can only be done at an Inn. After saving, you have the opportunity to end the game if you like

Part

Dismiss and part from a companion with whom you've been traveling. The dismissed companion will remain in the same place for a little while and soon go on his/her own way. It's very likely that you may meet up with this person at a later time while traveling. It's possible to recruit a person whom you have parted from in the past.

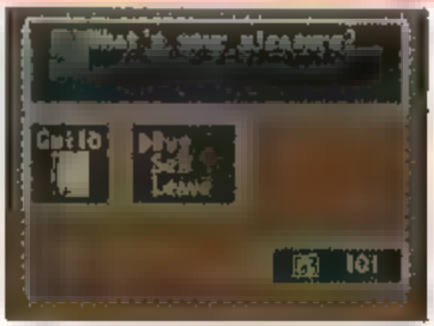
Talk

You may talk with any person inside the Tea House. The situation is almost identical to **Meet** at the Inn.

Drink

Drink cups of tea and receive information on lands and people from the server. Each drink will cost 4 gold.

You may purchase weapons or defense items. Once you make a purchase, you must use commands **Items** **Equip** or else there'll be no effect.
You may not sell any items while at the Arms Shop.



You may buy cures, items and charms or sell any weapons, defense items or other things that you may

possess. Each person can have a maximum of 15 items. A sampling of things that you may buy at the Guild are as follows:

Explosive Use this during fighting to throw firepower at the enemy and inflict damage. This will also help break certain magic spells.

Fire Bomb Use this during fighting to inflict damage upon the enemy. This is even more powerful than *Explosive*.

Smoke Bomb Use this during fighting to create a large cloud of smoke so that you can escape from the enemy.

Tengu Wing When outside, use this to instantaneously arrive at any town to which you've already been. At a dungeon, use of this will take you out of the dungeon and transport you to the opening.

Tip: Tengu Wings are great to have in dungeons.

Amulet A type of charm. If equipped with this, your resistance against magic will increase.

Talisman A type of charm with even more power than an amulet.

Buy

You may purchase many different types of healing aids.

[illegible] Restores health.

Antidote Heals any effects from poison.

Elixir Mends injury.

Body Healer Restores health. More powerful than **Medicine**.

Energy Up Restores energy.

[illegible]

Seek medical treatment from the medic to rid your body of poison or to cure any injuries. 20 gold is required for each visit, but afterwards your body will be returned to its original healthy condition.

Visit the seer for his/her omniscient powers. Select a person and then find out their base, gpa, and compatibility with you. Each set of information costs 5 gold.

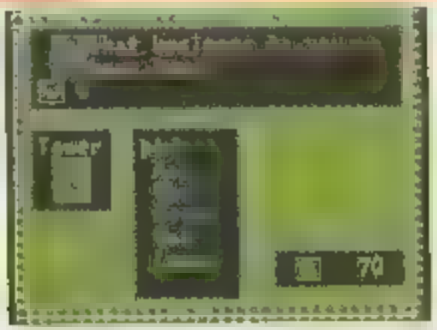
BINGO PARLOR

Enjoy this game from abroad. Using a machine similar to a slot machine, you'll try to stop the wheel on specific numbers. The object is to fill up rows of numbers like in Bingo. The more rows that are filled, the greater amount of money you can win. The ultimate goal is to fill up the entire square.

Upon entering the parlor, you will have to buy playing chips. The cost of chips will differ according to the type of parlor. After having purchased your playing chips, you must decide how many you want to wager. The maximum wager is 5 chips. The more chips you bet, the more you can win.

Tip: Expensive goods make great gifts to present to a daimyo for raising his trust and friendship with you.

After you have finished playing, use **Barter** to exchange your chips for items.
Both Commoner and High-Class Bingo Parlors can be found throughout the land. It is at the High-Class Parlors that the items you can barter for are quite magnificent. Any remaining chips can be held for future use at any parlor of the same type.



In castle towns, the castle tower is where the daimyo and generals can be found. You cannot gain employment at any of the lands under Oda Nobunaga's control nor can you enter the castle occupied by Nobunaga until you have successfully conquered all dungeons.

Job

[illegible] High skills [illegible] trust levels [illegible] it easier to [illegible] a job with a daimyo.

It is possible to gain employment with a daimyo as either a spy, saboteur or participant in battle. Each land hires people from the beginning of each month up until the 15th day. After the 15th, no one is hired with the exception of a participant in battle.
What you must do after you're hired:

Spy: go to the designated land and execute **Spy** and **Snoop**

Saboteur: go to the designated land and execute **Spy** and **Damage**

BATTLE PARTICIPANT — after making a promise to participate in a battle with a daimyo, enter the castle up until the 30th of the month and then **Wait** until war begins at the beginning of the next month.

Map

Each daimyo's area of influence will be shown. Using the Control Pad, you can illuminate different castle towns and match the name with the location

Chat

Converse with people in the inner sanctum of the castle. This is the same as the **Meet** command at the inn

Meet

Request an audience with the daimyo of the castle. The daimyo will only meet with you if his trust level towards you is high enough. If it happens that the daimyo will not meet with you, you should request a **Job**. Success in this daimyo employment will raise your trust level

Advice — Make a proposal for battle or spy activities against another land. If the daimyo or castle lord agrees to your idea, you will be entrusted with the task. It is difficult to have your plans accepted until you have reached a high skill level

Gift — Present a magnificent treasure to a daimyo or castle lord to raise his trust in you. The gifts will usually not be accepted unless they are high quality merchandise.

Wait

Wait inside the castle. This command is usually used after you have agreed to participate in battle. Rest in the castle until the beginning of the next month when the battle will begin

Each use of this command causes the passage of one day, yet this is different from the time change when lodging at an Inn. Waiting at the castle has no effect upon your Health or Energy levels

You temporarily give up some of your weapons defense items or other things in exchange for money. At the time you want your items back, you must pay the same amount to retrieve them

This is an explanation of your fighting against enemies whether you're traveling on the map or in a dungeon. The following screen will appear when monsters attack you.

1 Details on you and your companions
2 Commands

Victory

Destruction of enemies. When you defeat a group of monsters, you will earn experience points and acquire gold. However, any victories against people at either the inn or on the map will not yield gold or experience points.

Defeat

When you and all of your companions have been defeated or when everyone is frozen by the **Freeze** spell and can't move. If none of your people are injured, it's highly unlikely that anyone will be eliminated. Your game can still continue even when you're injured. Any people who continue to fight while injured subject themselves to a higher possibility of death. Once you have died, the game is over.

Your available actions when attacked by monsters or other foes while you're at an Inn, in a dungeon or while you're traveling around the countryside.

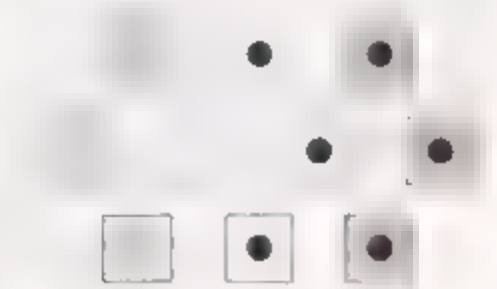
Attack

Attack the enemy. You may choose either a Near or Far Attack. A Near Attack can only be executed when you're in an adjoining 8 X 8 to the enemy. Your sidearm is used for Near Attacks. With Far Attacks you may use any projectile weapon or item. If you are behind the enemy you cannot attack regardless of which mode of attack you selected.

Move

Move to a new position for your fighting strategy. If you have moved to a location adjacent to the enemy, it's possible to make a strike with your sidearm. However this attack after movement has less strength than a normal Near Attack

Movement Range



= Your side can't move here

= Enemy can't move here

● = Possible locations for lineup of your side

Magic

Unleash magic as part of your fighting. Any magic use consumes some of your energy. If you don't have enough energy, your magic won't be able to be used. Energy is consumed regardless of whether your magic is successful or not.

Items

Use an item to attacks defense protection or healing. Each person has their own bundle of possessions. When it is your turn, you may not use the items from one of your companions and similarly your companions cannot access your items during their turns. However it is possible to give the benefit of a person's item to someone else

** To ensure that each person has the proper amount of items before you're attacked, it's a good idea to periodically stop in towns and villages to keep securely supplied. You may also use **Give** to balance the items held by you and your companions.

Flee

Flee from the battle. This is usually difficult. Your success rate will depend upon your *Speed* and *Luck*

MAGIC AND SPECIAL SKILLS

Magic and special skills are important attributes in your fights against enemies. If you are endowed with these you should make sure to use them.

[illegible]

Magic has many aspects to it such as launching a **Flame** against an enemy, curing one of your companions with **Heal** or using a special skill to put one of the enemies asleep.
Each magic expends a certain amount of energy. If you don't have enough energy, magic cannot be performed. At the beginning of the game, you'll have no magical abilities. However, it is through training that you will acquire them. Each conquered dungeon will earn you new magic. With regard to your companions, they will earn the use of new magic after reaching certain skill levels.

Magic Success Rate

Magic cannot always be performed with success, but even if there's failure, energy will be consumed. The success rate depends on the person's *Intelligence*, *Luck* and Skill Level.

Use of Magic

Magic can be used when moving about Japan, during fighting, and when battling other daimyos. Certain magic can be used only under specific situations (i.e. only during battle). Magic such as **Heal** may be used at all times.

[illegible]

There are three main types of magic. A person's use of magic is limited to the powers of his/her professional classification.

Ninjutsu

This is the magic which the ninja can use. Ninjutsu has three divisions: Fire, Earth and the Sky. This can be used for attacking or for healing.

Mystic art

This is the magic which the sages can use. Mysticism has three divisions: Cures, Bukyo and Magic. The main purpose of this magic is for healing and recovery. All magic can't be used during daily battles.

Sorcery

This is the magic of warriors. Sorcery has two divisions: Visions, Eye and Curse. Its main purpose is for attacks. It is used in greater than Ninjutsu.

MYSTICISM NINJUTSU SORCERY

Special skills are magical abilities which contribute to your strength. Use of these abilities does not expend energy like **Magic**. Training or a rise in skill level will not equip you with these, some people have them and others don't. You have no capability for using special skills.

There are four types.

Cure1 — Converts *Health Food* into the more powerful *Body Healer*.

Cure2 — Converts *Energy Pill* into the more powerful *Energy Up*.

Renew — Heals a person who is either poisoned or injured. Only one use is needed for full recovery.

Flight — Instantly transport yourself and your companions to a different location. You may only go to places where you've been before.

[illegible]

It takes time before you can acquire all magic powers. One by one you will gain the ability to unleash their tremendous power.

[Move] = can use magic during movement
[Fight] = can use magic during fights with monsters or foes
[Battle] = can use magic during battles against other daimyos

Ninjutsu

Flame [Fight] — Launch fireballs to inflict damage on one person. The fundamental Ninjutsu magic of fire will be received after training at Mt. Fuji.

Repair [Fight] — Heal the body with the power of the earth.

Purge [Fight] — Use the power of the earth to extract the poison inflicted from the enemy and heal any effects.

Fog [Fight] — This is magic for defense protection. Surround one enemy in a cloud of fog so that the strength of the affected foe's attack is weakened.

Wind [Fight] — Blades of wind appear and swirl towards each enemy. Each blade is sharp and it does a good amount of damage.

Torch [Fight] — A patch of fire streams towards the enemy in a straight line. It's possible to inflict damage upon two foes, if one is standing behind the other.

Blaze [Battle] — Fire will blaze across the battle terrain and bring harm to any enemy units within its surroundings.

Geyser	[Battle]	Unleash geysers from the earth to surround a particular unit with water. While this magic is in force, the enemy will be prevented from moving.
Burn	[Fight]	Cast fiery flames through the air. This magic is stronger than both **Flame** and **Torch** and is capable of inflicting damage upon all enemies.
Storm	[Battle]	Lightning flashes across the sky and explodes on the battlefield. Any unit hit by this force will suffer damage. You have no control over the area of electrocution so it's possible for your own units to be damaged.
Quake	[Battle]	Create an earthquake on the battlefield which splits open the earth. Any unit located at one of the fractures, whether enemy or friendly, will suffer damage.

Tiger	[Battle]	Select one of your units to mutate into a giant tiger. This magic can increase the attack strength of one of your units several times over that of a normal attack. The effects last only a short time before the unit returns to normal.
Super	[Fight]	The spirit of the earth shall enter the magic user's body and strengthen both attacking and defense abilities. The effects will only last a short time.
Dragon	[Battle]	Summon a giant fire-breathing dragon. Both enemy and friendly units are susceptible to attack.

Mysticism

Heal1	[Move] [Fight]	Improve the health of one person in your party. The effects of this magic are stronger than **Repair** of Ninjutsu.
Purge	[Move] [Fight]	Use the power of the earth to extract poison from the body of someone in your party. The effects of this magic are the same as **Purge** in Ninjutsu, but less energy is expended with its use.
Guard	[Fight]	Raise the defense ability of one of the people in your party causing the effects of an enemy attack to be lessened. As the effects of the magic are only valid when fighting, the person's defense ability will return to its prior level as soon as the fight ends.
Heal2	[Move] [Fight]	Improve the health of one of your people by close to 100 points. It's a very convenient magic, but it cannot raise your health above the maximum health for your current skill level.

Speed	[Fight]	Increase the speed of everyone in your party. Quicker speed will increase your attack strength and increase your chance of escape from the enemy
Sleep	[Fight]	Inflict sleep upon the enemy. In one turn you can cast the magic at all enemies, but your chance of success is very low
Vanish	[Fight]	Stir up a cloud of fog and then escape from the enemy. When the magic succeeds, you will safely escape
Wings	[Move]	This is similar to the special skill **Flight** whereby you can immediately move to another local on. At a dungeon, you'll be transported next to the entrance. There are certain dungeons where this can't be used
Gust	[Fight]	Summon the great force of the winds and blow an enemy away. If successful and you win the battle, you will not earn gold or experience points for the enemy which was blown away
Heal3	[Move] [Fight]	Improve the health of everyone in your party. This has the same effect as **Heal1**, but with this magic all people get the benefit
Awaken	[Fight]	After being frozen by the Sorcery spells **Freeze** or **Dizzy** or the Mysticism spell **Sleep**, you'll be unable to fight. Use this magic to negate the effects of these three spells
Revive	[Fight]	If someone in your party dies or is injured in battle, use **Revive** before fighting ends to bring that person back to life. A person can only be revived twice
Shield	[Fight]	Put a magic shield around one member of your party. For the period of time in which the effect lasts, both the attacking and defense abilities will be raised

Heal4	[Move] [Fight]	Recover the health of everyone in your party to the maximum level

Sorcery

Dizzy	[Fight]	Spell the enemy so that one person sees visions and is confused. An enemy in confusion may strike at its own people and inflict damage
Fiero	[Fight]	Hurl fire at the enemy causing injury to one person.
Weaken	[Fight]	Use magic to decrease the defense ability of one enemy. The effects only last during fighting, the person will regain their original defense capabilities as soon as the fighting ends

Drain	[Fight]	Hypnotize the enemy and cast sad thoughts so that the enemy's energy level will decrease. The properties of this spell work best against adjacent enemies
Unfog	[Fight]	Eradicate the effects of *Fog* or blindness caused by bright light. The selected individual will regain his/her ability to fight under normal circumstances
Jinx	[Fight]	This spell will prevent an enemy from using its magical powers. The effects are only valid during fighting so when the fight has ended, the affected person will regain the ability to use magic
Move	[Battle]	Harness the great powers of the wind in order to raise your mobility. When using this magic, you will be able to move 3 spaces on any terrain with the exception of mountains
Remedy	[Move] [Fight]	Capture the hidden power of the earth and cast the magic upon someone in your party to raise their health. This can be several times stronger than **Heal**
Freeze	[Fight]	Freeze the enemy in place. Any affected enemy will not be able to do anything. The magic will only last for a short period of time. The use of **Awaken** and *Explosive* will negate the effects of **Freeze**. If all of your people are under this spell and can't move, your game will end in defeat
Gale	[Fight]	This spell will spin the enemy violently causing their health to fall. It's possible for everyone in the enemy to be affected. This is a more powerful spell than **Wind**

Ghost	[Battle]	Create visions of imaginary units on the battlefield to confuse the enemy. If an enemy attacks these visions they will be eliminated
Ogre	[Battle]	Evil ogre units will appear on the battlefield and attack the enemy. Several attacks from one of these units can be very damaging
Giant	[Battle]	Through the powers of the dark side, your units can become giants with greatly increased strength. The effects will only last for a short time.
Fright	[Battle]	On the battlefield, a huge vision of a dragon monster will appear. The dragon's mighty image alone will cause significant enemy casualties

In order to progress to this final level of the game, you must have undergone the teachings and hardships at all training sites. At this point, you will be ready to take on your ultimate task of the destruction of Nobunaga. Find employment with powerful daimyos who are opposed to Nobunaga and participate in battles to invade his occupied land. The weakening of his land is essential. At battle, the following screen will appear.

1 Battle map
2 Commands

* When your command turn comes around, push Button B and you can view the number of soldiers in each unit.

[illegible]

Getting Employed by a Daimyo

Go into an Inn and **Meet** people or **Talk** at a Tea House to learn about towns where jobs are being offered. If you hear that a land will begin battle, you should quickly go to the land, enter the castle and execute **Job** to get recruited. Your chances of getting recruited will depend upon the daimyo's trust level towards you as well as your Skill Level. Obviously, the lower these levels, the harder it'll be to participate.

How to Initiate the Start of a War

If the trust level between you and a particular daimyo is high, you should go to the castle, select **Meet** to visit with the daimyo and then **Advise** to propose a battle plan. If the daimyo agrees with your suggestion, you will be told of your responsibilities to fulfill the agreement. If you have companions, you should select one of them for an additional unit.

When Battle is Decided Upon

You may enter the castle up until the 30th of the month and then **Wait** for the beginning of the next month. Battle begins on the first of the new month.

[illegible]

Battle Plan

Before the battle begins, your battle commander will select a strategy for battle. As you and your companions are only 'guests' in this operation, you have no control over what plan is chosen.

Beginning the Battle

Battle begins on the first of the month and will end after a half day. Once the battle starts, both side's units will be placed on the battlefield. If you had selected one of your companions for an additional unit, you'll have control over two units. The daimyos and their generals will be controlled by the computer.

Execution of Commands

Order of commands will switch back and forth between the enemy and your side's units. When all of a side's units have issued their commands, 1 turn is said to have ended and the remaining battle turns will be decreased. There are a total of 35 turns in battle. If there is no winner after all turns have been issued, the attacking side is considered to have lost.

Importance of Magic

Magic is very important to your units while in battle. If you often have success with casting magic, you'll be able to inflict a great amount of damage upon the enemy. As large numbers of enemy units are eliminated, victory will be easier. Use your magic wisely during battle as energy cannot be recovered.

Victory and Defeat

Victory is achieved after you have eliminated the commander of the enemy army. Defeat will occur when both you and your companion's units are destroyed, your two units flee from battle, or when no unit on your side is able to issue a command.

Post-war Settlements

After the battle has ended, you'll return to the land of the daimyo with whom you fought and gain audience with him. If you've been captured by the enemy during war you'll be set free at the end of the war and returned to the land of your friendly daimyo.
Depending on the outcome of the battle, victory will earn you and your companion a gold reward and it will raise the daimyo's trust level in you. If you lost due to the end of battle time, your trust level will not decrease. Although a companion's great effort can result in a reward, the trust level is only related to you.

Move

This moves a unit in battle. Each unit has its own mobility points which are expended each move. The number of mobility points will control how far and on what terrain a unit can move each turn.

Mobility is dependent upon the speed and number of soldiers which you and your companion have in your units. If you **Wait** in battle, your mobility won't increase. Plains expend the smallest amount of mobility points whereas rivers, seas and lakes will expend the greatest amount of mobility points. You can't move on mountains.

Attack

You can attack any adjoining position where an enemy unit is placed. After you attack, an enemy is likely to counterattack and soldiers from both sides will probably be lost. There are two modes of attack: **Normal Attack** and **Full Strength**. A full strength attack is more powerful than a normal attack and will probably destroy more of the enemy. A unit's attacking strength depends on its training and arms level.

Magic

Powerful weapon in battle. Any magic use will decrease the user's energy level. Magic should be used strategically since there is no way to regain energy during battle. As long as you're in range, an enemy can use magic against you as well. Be careful since magic can inflict heavy damage upon you and your companion's units.

Line up

Basic Strategy
For Direct Attack
Front Warrior
Rear Troops
For Magic Use
Front Troops
Rear Wizard

Decide the position of the unit leader in front of his/her troops or behind them. You should arrange those people in front with high war abilities and those with high intelligence in the rear.

If you're going to do a direct attack against an enemy, put the commander in front. If using magic, put the commander in the rear.

Info

You may use this as many times as you like in one turn.

Army — View the total strength of both sides.
Unit — View the data on each unit.

Flee

Order a unit to flee the battlefield. This withdrawal will cause the daimyo who employed you to lower his trust in you.

Wait

Remain in the same position and wait.

Use of Magic in Battle

Importance of First Strike

Ninja and their followers are able to participate in battle on both sides. If the enemy happens to use its magic first, your side will suffer damage. The damaged party will then be more susceptible to any attacks thereafter. To get a head start in battle, it's important to use your magic before the enemy and attack the weakened opponent.

Fight Dragon Magic with Dragon Magic

If the enemy uses **Dragon** or **Ogre**, it is at this time that you must respond with the same magic. Have your own monsters battle it out with the enemy's. It will prevent your units from suffering too much damage.

[illegible]

Destruction of the Iga People

By 1581 Oda Nobunaga had amassed a great deal of power and was intent on unifying all of Japan under his sovereignty. He controlled most of central Japan and crushed anyone who might stand in his way. It was at this time that Nobunaga sent a force to eliminate the Iga which he saw as a barrier to glory. The Iga people fought hard, but were overwhelmed. The entire village was wiped out and generals' reports announced that no one was left alive.

Secrets of Iga

The homeland of the Iga people aptly displayed its ninja roots. Their hidden village was nestled high up in the hills and surrounded by mountains on all sides except for the north. This "natural fortress" provided excellent protection against enemies and allowed the inhabitants to learn quickly of any approaching attackers.

To the north of Iga was the Totomi land where the Koga ninja lived. Since ancient times, the Ninjutsu techniques of both of these people were passed from generation to generation. Although the primary work of the citizens was farming, no one ever neglected their special Ninjutsu skills. Consistent training was considered essential. As a result, daimyos frequently searched out these people for special tasks. An Iga person's skills were known to be so great that all you had to do was say "I'm an Iga" and you were hired.

Famous Iga Ninja

During this warring states period of feudal Japan, some of the top Iga ninja were: Fujibayashi Nagato, Momochi Tanba and Hattori Hanzo Yasunaga. The Hattori clan had maintained a strong presence in Iga since ancient times; yet one day Yasunaga left for Mikawa where he joined Tokugawa's forces. His son later became the famous Hattori Hanzo Masanari. In contrast, history lost track of both Fujibayashi and Momochi. The only further record of their lives is their tombs in Iga.

During the Edo era, an authorless book named *Bansen-shukai* explained many intricate Ninjutsu techniques. The content of the techniques and the written details were knowledge to which only a top ninja (jonin) would have access. Therefore, it has been long rumored that the author may have been one of these three great Iga ninja.

Powerful Daimyos of the Warring Period

Territorial disputes were a constant occurrence during this era as each of the many clans was intent on enlarging its sphere of power. Wars were common and any weakened land soon became a prime target for invasion. The goal of many of the warriors in these struggles was to be part of the clan which would ultimately attain control over all of Japan.

Iga Army Battles Nobukatsu

In 1578, a country samurai from Iga visited Oda Nobukatsu, the second son of Nobunaga. Nobukatsu was the ruler of Ise, the land adjoining Iga. The samurai told Nobukatsu that now was the perfect time to attack Iga, a land weakened from continuous domestic battles. In response, Nobukatsu resumed the construction of Maruyama castle in Iga (present Ueno City) in preparation for an attack. Detecting this aggressive move by Nobukatsu, the jonin ninja of Iga decided to make the first move. They ceased their internal struggles, allied together and then launched a surprise attack upon Maruyama Castle. Oda's army was terribly defeated and all further castle construction was prevented.

infuriated with the news. Nobukatsu led his own army into Iga the next year. This battle was named "The First Iga War." Oda's army invaded Iga from three directions. Nobukatsu led one of the divisions himself while he assigned the other two forces to defected Iga generals. Iga warriors took advantage of their superior geographical familiarity and outmaneuvered Oda's army with guerrilla tactics. Nobunaga became furious on hearing of Nobukatsu's failure.

Nobunaga's Rage Finally Explodes

Two years later in 1581, "The Second Iga War" broke out. The war began again with the betrayal of several Iga warriors. This time the warriors came to Azuchi castle. Nobunaga's residence, and explained in detail the situation in Iga and the proper strategy for attack. It was in September that Nobunaga ordered a full-scale invasion into Iga.

With an army of 44,000, it was clear that Oda was intent on destroying the entire 100,000 inhabitants of Iga.

Many famous generals participated in the attack. Oda Nobukatsu; Nagahide Niwa; Kazumasa Takigawa; Uzisato Gamou; Junkei Tsutsui and Nagamasa Asano. These great generals surrounded Iga and launched their attack. Although the Iga's guerrilla tactics proved powerful like in the first war, Oda's army proved to be too strong. Iga's strongholds were defeated one by one and by the end of October the entire Iga force was eliminated.

Is Nobunaga Crazy or Just Evil?

Oda completely destroyed the Iga land and then continued his rampage as he tortured its inhabitants. No man, woman nor child escaped his army's cruelty. Although most Iga warriors were defeated in the battle, a few survivors were able to escape to other lands. It is not clear what exactly happened to the great ninin Momochi Tanba and Fujibayashi Nagato.

It is often wondered, what made Nobunaga attack with such viciousness? Perhaps Nobunaga was mentally ill? His cruelty to the Iga people was incredibly severe, even in this ever dangerous warring states period. Or perhaps Nobunaga was jealous of the magical powers with which the Iga ninja were endowed? The cause is still unclear, but one obvious fact is that Nobunaga's anger towards the Iga people grew furious after its warriors outmaneuvered Nobukatsu and his army in the "First Iga War".

After victory was seized, Nobunaga desired to view the devastation which he inflicted upon the Iga land. As he climbed atop a mountain, he witnessed the charred land which used to be a thriving village and then celebrated his success with Nobukatsu. Within several days, Nobunaga returned to Azuchi castle.

The Tale of the Disappearing Ninja

The few surviving Iga ninja were dispersed to many different lands where they became employed by daimyos for their specialized ninja skills. After the death of Nobunaga, the Iga people returned to their old land. It is at this time that the warring states period ended and an era of peace began. In this new Edo period, there no longer seemed to be a need for ninja. The ninja of Iga and Koga then gained employment with the Bakufu government where they did a number of tasks including low-level spying. With no outlet for their skills, the ninja techniques were soon forgotten.

Although ninja are no longer active in today's society, we may learn about their exciting world through two books which were written during the Edo era: *Bansenshukai* and *Shonnki*. Another point of reference is the *Iranki*, a book also written during this period which recorded the battles against the Iga people.

There are four major employment classifications for people in this game. They are: Ninja, Sages, Wizards and Warriors

These people have the capacity to use both throwing weapons as well as swords. They also possess special Ninjutsu talents. Ninja strength may vary greatly between two individuals

• Iga
ninja from the Iga land. Hattori Hanzo was a famous Iga ninja. Their talents are highly praised by daimyos

• Koga
ninja who lived in Tokoro, land just north of Iga. These ninja were often used to gather info on Oda Nobunaga.

• Negoro
ninja from Kii who often assisted Sohei in battles. They were often employed for spying and were known to frequently use firearms. They often sided with Nobunaga

• Fuma
ninja who assisted the Hojo clan with information gathering and sabotage activities in enemy lands.

• Female (Iga or Koga)
female ninja who were easily able to infiltrate enemy castles and gather information

These people have powerful healing abilities

• Mendicant
these were the people who protected Horinoji temple from territory hungry daimyos

• Sohei
these sages have the greatest attacking ability. They first appeared in the Heian era protecting temples and then increased their influence as the warring states period began

• Hermit
these people live high up in the mountains and gain strength in solitude. They train frequently and this accounts for their high magic abilities

• Sage
these people have a close connection to the earth making their healing abilities very strong

These skilled fighters have tremendously strong attack abilities yet they have no ability to use magic.

• Samurai

these warriors gave the warring states period its image. These brave men would pledge their allegiance to a daimyo and then give their life for his safety

• Ronin

these are unemployed samurai, warriors without a daimyo to serve. They travel to different castles in order to gain employment

• Swordsman

these incredible warriors had the utmost skill in fighting with a sword. Their fighting strength was often put to use from the warring states period up until the Edo era.

These people find their strength in strong magic abilities for attacks. Their weak point is offensive attacks.

• Mystic

these people are descendants of Chinese wizards. Their magic arts are skilled in the powers of the sky and evil

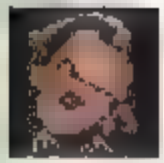
• Sorcerer

they are very serious about their skill and thus have the potential to be very powerful. Black magic is their specialty

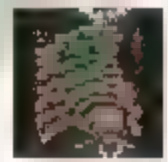
• Magician

these people were schooled in sorcery in China and then brought their skills to Japan.

In your exploits as an Iga ninja, you will come across many monsters who will test your strength. The following is an explanation of a few of the creatures which you will encounter as you train in dungeons.

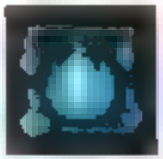


Giant Rat
These creatures just seem to multiply in the dungeon. They will be the first monsters that will appear as you navigate your way through the dungeon maze. Their low attack defense abilities and their lack of any special skills makes this creature not much of a threat.



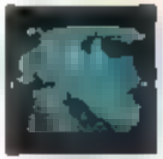
Giant Centipede
The scratching of their 100 legs against the dungeon floor will give you a scare. They use a lunge attack and get you with their fangs. Their attacking strength is slightly greater than the Giant Rat. They have no special skills.

Giant Serpent
This giant snake monster is sure to give you a fright. Although it doesn't possess poison, it will viciously attack you with its fangs. While you're at a low skill level, keep your distance for safety. They're likely to appear in groups so be careful.

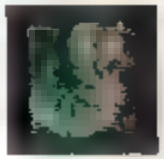


Blue Flame
This creature uses fire as its weapon. Although it moves slowly, its fire attack can usually engulf several people. In the beginning, you should keep your distance for safety.

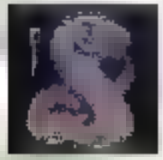
Fire Rat
These overgrown rats possess the ability to breath fire. They usually appear in groups with their weaker brethren, the **Giant Rats.**



Fire Croc
This dangerous reptile is a descendant of the fire dragon. This mini-dragon doesn't fly, but lives underneath the earth near molten rock. Its entire body is covered by tough scales. Fire explodes from its scales during an attack.



Toxic Worm
This giant worm has a body with the strength of steel armor making its defense strength very high. It attacks by lifting its upper body and thrusting its fangs into the enemy. It has the ability to release poison so you should prepare beforehand with the purchase of Antidote.



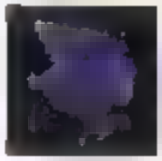
Venomora
This is a snake similar to the **Giant Serpent**, but it has the abilities to release poison which lowers health and drains energy. Its attack strength and health have higher levels than its weaker brethren, the Giant Serpent. As the Venomora are usually supported by Giant Serpents, it is imperative to have a high health level.

Matokage
This evil-spirited reptile has the special ability to call friends. Since other enemies may appear, the fights will usually last longer. Their attack strength is strong. It is important for you to defeat them as quickly as possible.

Giant Spider
This creature has the body of a spider and the head of an ogre. It unleashes spider webs which slows down the quickness of any enemies. The Giant Spider also has poison which makes it a formidable foe.

Giant Slug
This super leech-like parasite sucks the life-force out of its victims for sustenance. It uses its large round mouth to surround its foe and then thrusts its fangs into the hapless body. This is a scary creature.

Doki
This small ogre is typically manipulated by a magician. It possesses no weapons. The Doki always appears with its **Giant Spider** friends. This strong enemy has the ability to repair the health of himself and the Giant Spider.



Roc
This giant crow viciously flaps its wings as it flies through the dungeon. As soon as it views an enemy, it will quickly attack with its long beak. It has no special abilities, but its attacks are quite strong. It's best to keep your distance.

Manticore
This monster has the head of an ape, the body of a raccoon, the tail of a snake and the legs of a tiger. Its special abilities of blowing cold wind and a sleeping spell make its attack strength quite powerful.

Windmidge
This ogre is a **Doki** with the powers of wind. Wind continuously swirls around its body, ready to release its strength for any attack. It has the ability to blow cold wind and the ability to perform the **Fiero** spell. These wind monsters are tough opponents.

WEAPONS

Each group of people relied on different weapons for their survival. A brief explanation will be provided so that you can easily equip your companions with the appropriate weapons.

Ninja

Ninjato this is the ninja's standard sword. This is a short sword for easy concealment and the blade is straight unlike the curved katana. Ninja often had secret compartments in the hilt of the sword where they could conceal medicines and potions.

Kusarigama this weapon is a sickle with a weighted chain attached at the end. A ninja can either attack with the sickle alone, swing the sickle from the end of the chain or hit the enemy and then entangle with the chain.

3 pt. Star this small throwing weapon has three razor-sharp points which ensures that at least some damage will be inflicted as it strikes its enemy. They are easily concealed beneath clothing.

8 pt. Star this is a similar weapon to the 3 pt. Star except for the fact that it has eight razor-sharp points instead of three. This weapon will inflict more damage on an enemy than a 3 pt. Star.

Shaken this is a throwing weapon similar to both the 3 and 8 pt. Stars, but it has more of the characteristics of a small knife.

Pistol this firearm was brought from the West and packs a lot of power. The problem is that it doesn't have good accuracy.

Blowpipe this small thin tube is used with poison darts. Darts are blown from the pipe into the enemy.

Sages

Glaive lightweight but strong spear. Its shaft could be as long as eight feet and would end with a curved blade. Common weapon of Sohei.

Gold Staff this pretty looking staff was not only helpful for walking, but it also carries special magic abilities. Hermits often carry this weapon.

Iron Hat this is a small helmet to help protect the head. It helps to avoid injuries while involved in battle.

Sage Robe this is primarily clothing worn by a hermit. The colors are often unattractive, but it seems to offer its wearer some protection.

Surplice this is the garment of a mendicant. It is a loose-fitting broad-sleeved vestment usually worn over all other clothing.

Wizards

Jo Stick wooden staff of hard wood which makes it hard to break or crack. It can be used with one hand and is often used in pairs. It allows for strong attacks.

Wizard Hat this protective material is covered with feathers and covers the head and neck. It helps prevent injuries to the head region.

Court Dress this is a very elaborate outfit which is usually worn into a town or village to show off a wizard's power.

Warriors

Arquebus this is the firearm weapon brought to Japan by the Portuguese. Kyushu was the first land to acquire it, but it soon spread throughout Japan. Its accuracy is low, but a hit can inflict heavy damage.

Steel Helm this is a the basic helmet of the warriors which provides comfort and protection.

Chain Mail this is short armor which allows for ease of movement, but does not provide for full protection against an attack.

Full Armor the entire body including the chest, arms, legs and back are protected. Its thickness provides excellent protection, but because of its great size and weight, it hinders mobility.

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